

The Adventures of Rad Gravity™

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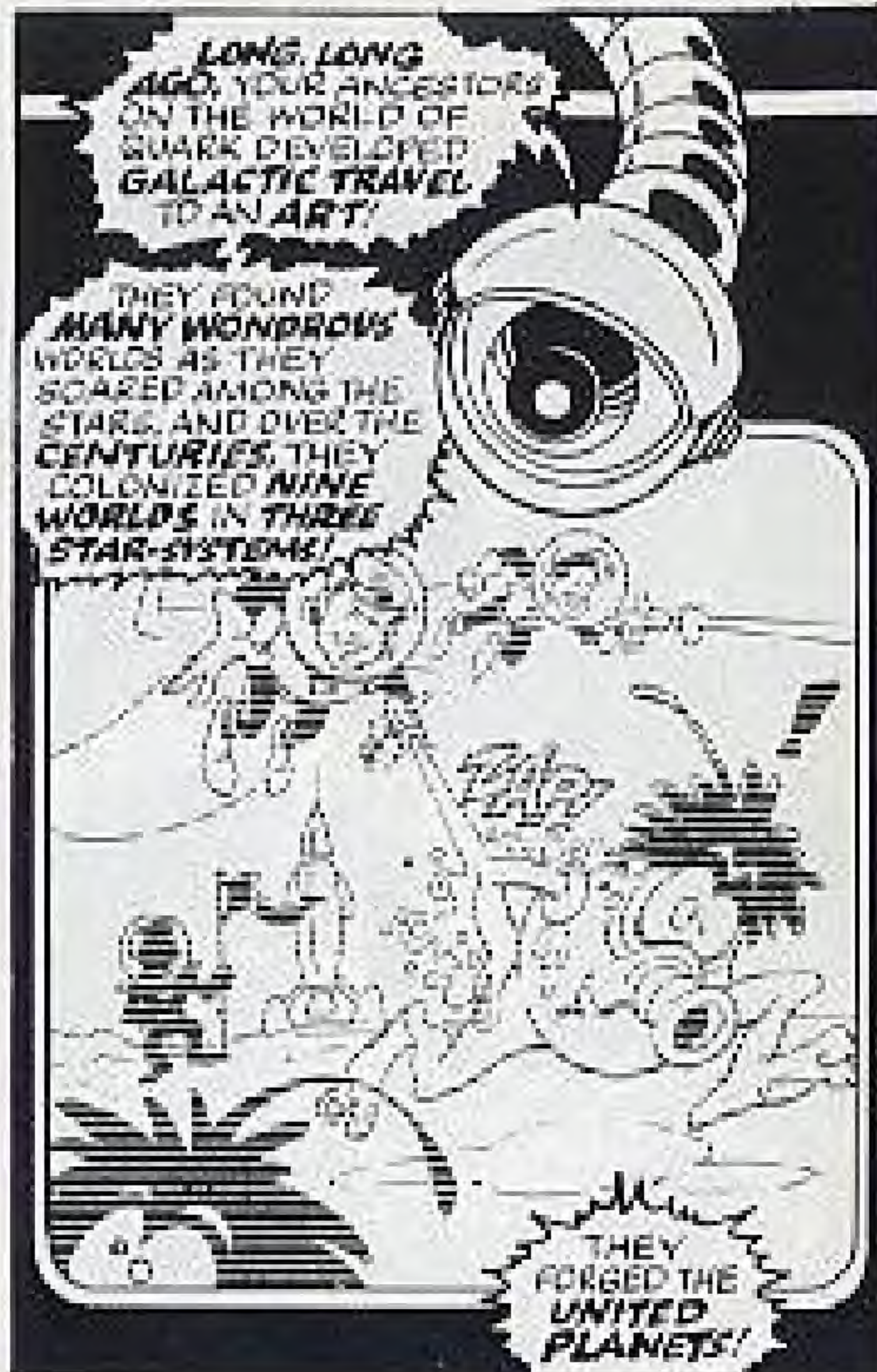
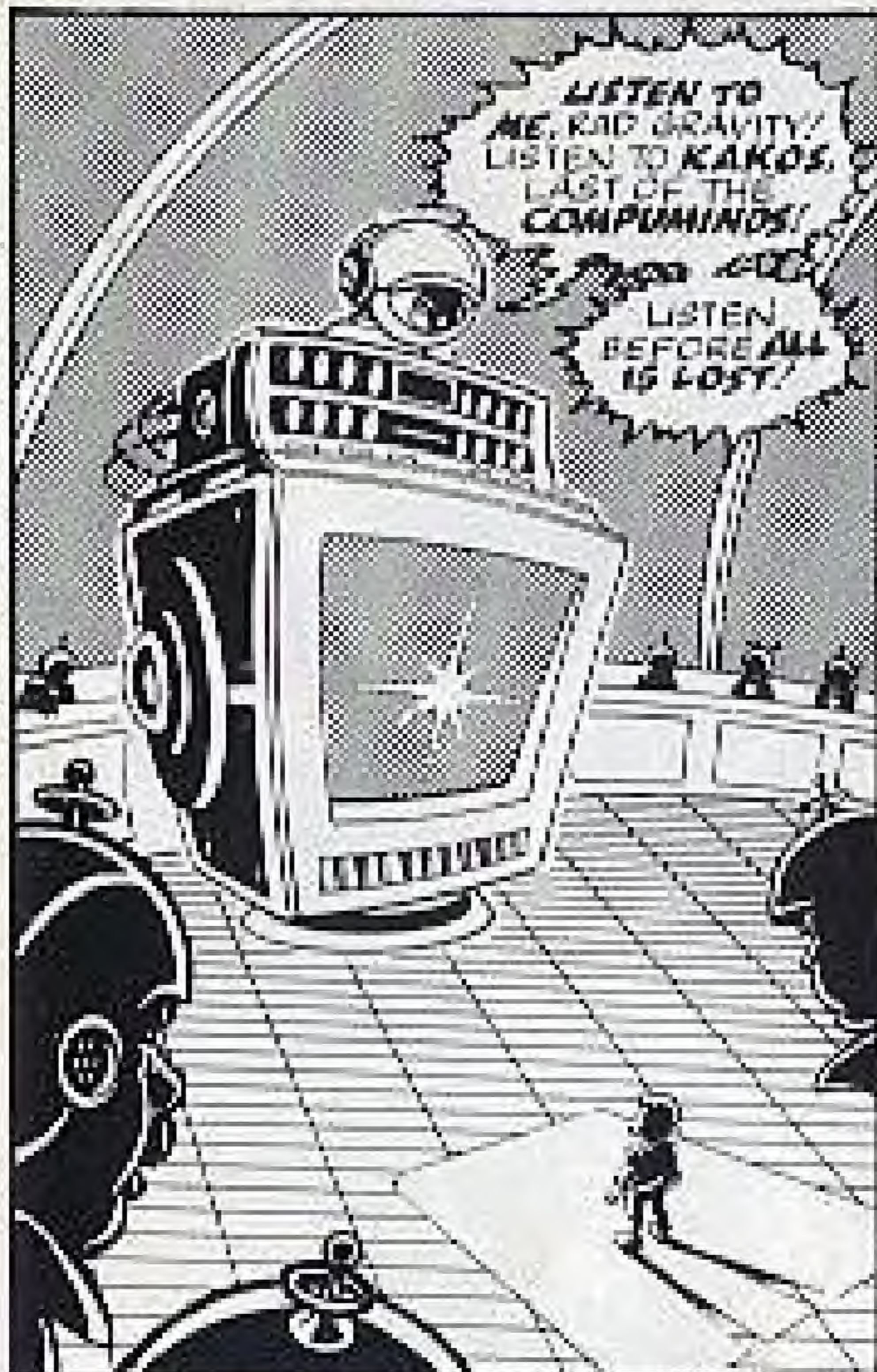
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THE UNITED PLANETS WERE HELD TOGETHER ACROSS THE LIGHT-YEARS BY A NETWORK OF THREE **UNIFICATION COMPANIMDS**, WHICH COMMUNICATED INSTANTANEOUSLY ON THE STAR-WARP DATALINK!



J. KAROS WAS THE COMPANIND HERE ON **QUARK!**

BUT THE UNITED PLANETS LOOKED FOR POSSIBLE THREATS TO THEIR EXISTENCE ONLY FROM THE WORLDS **BEYOND** THE UNION! OVER TIME, WE FORGOT THAT **EVIL IS EVERYWHERE!**



--EVEN IN OUR OWN BACK YARD!



A **WIZARD** AROSE FROM AMONG THE **QUARKIANS!** **AGATHOS** WAS BORN A MAN, BUT HE OPENED HIMSELF TO THE **INTERSTELLAR MAGICK**, AND HE **MUTATED!**

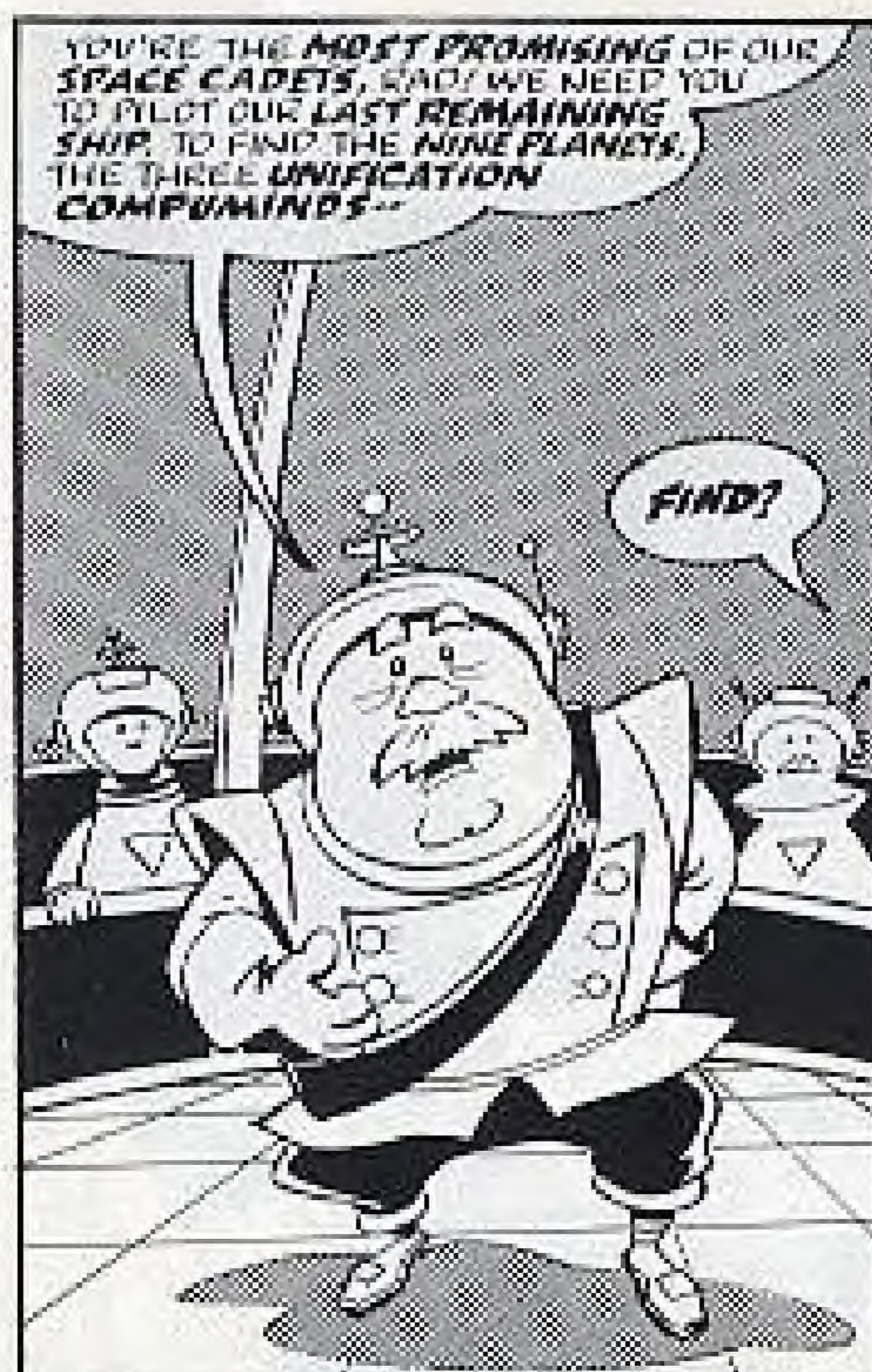
MUTATED TO BECOME A **LIVING BRAIN!**

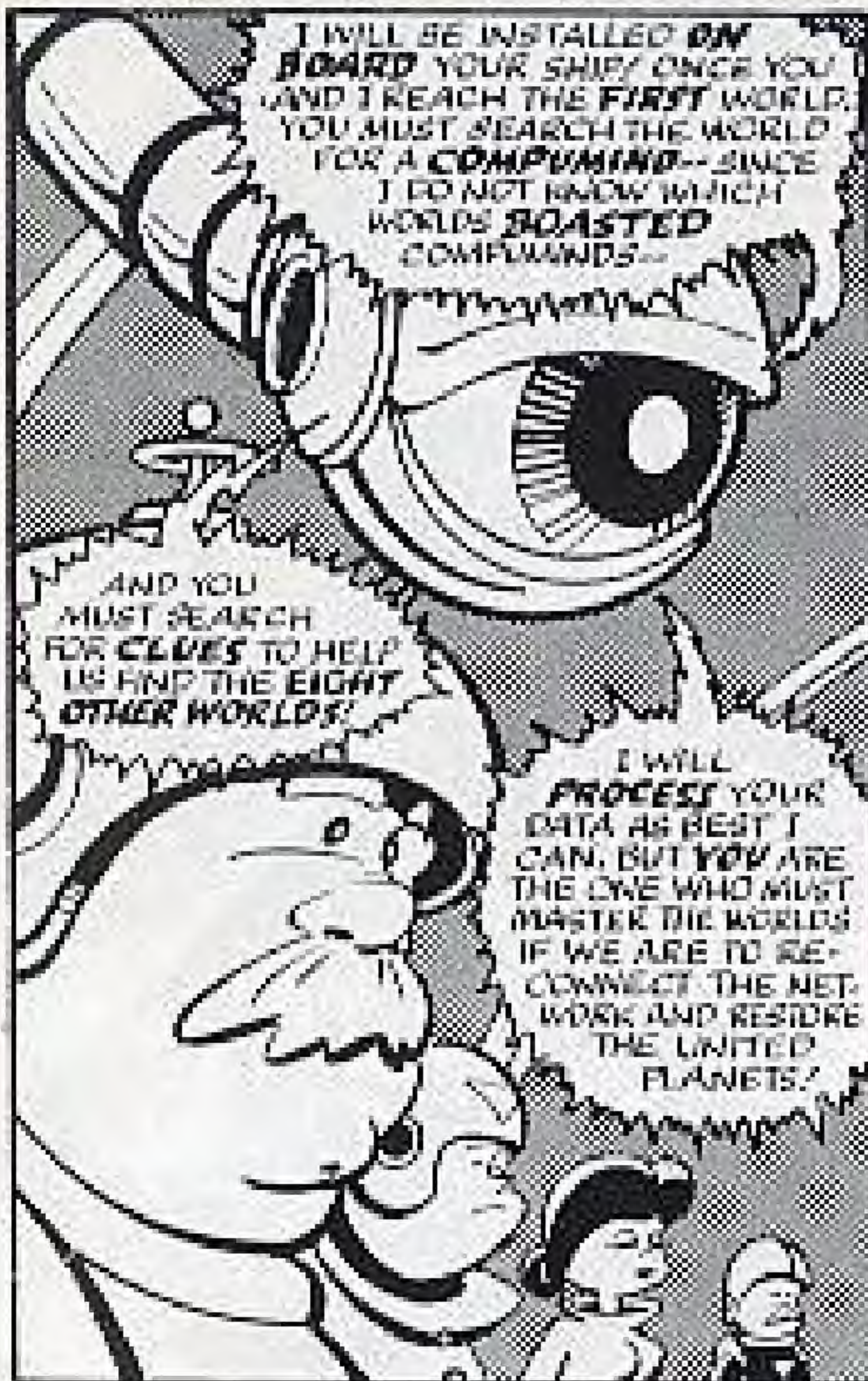


AND IN HIS COSMIC MADNESS, HE THOUGHT HIMSELF **BEYOND NORMAL PEOPLE**--BEYOND NORMAL ALIEN LIFEFORMS--

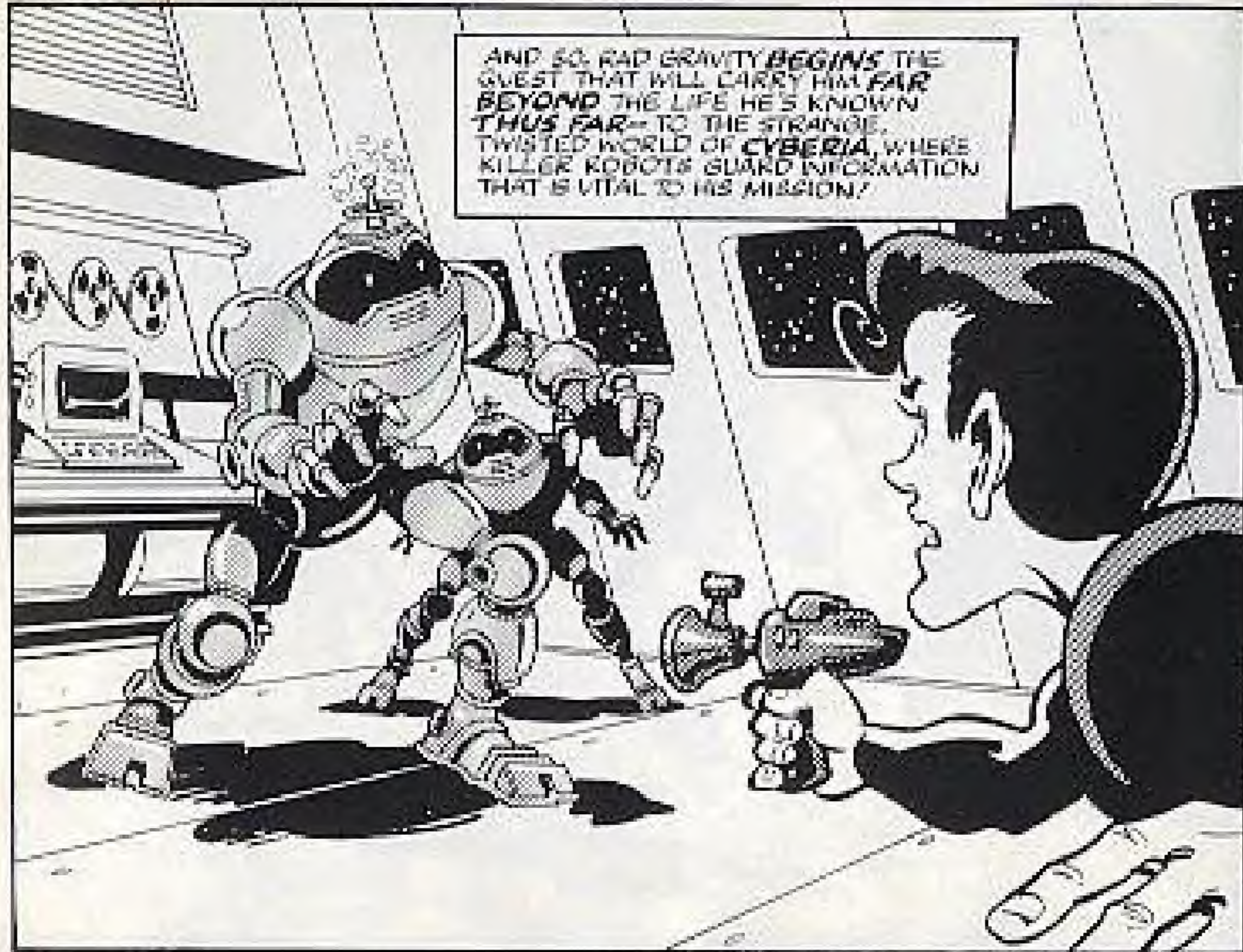
BEYOND EVEN THE **COMPANIMDS!**

AND HE DESTROYED THE UNION!





AND SO, RAD GRAVITY BEGINS THE QUEST THAT WILL CARRY HIM FAR BEYOND THE LIFE HE'S KNOWN THUS FAR-- TO THE STRANGE, TWISTED WORLD OF CYBERIA, WHERE KILLER ROBOTS GUARD INFORMATION THAT IS VITAL TO HIS MISSION!



BUT CYBERIA IS A SEASON OF HOPE COMPARED TO THE ROTTING CARCASS OF EPHEDRA, WHERE THE GARBAGE OF THE UNIVERSE DOES NOT GO TO DIE!



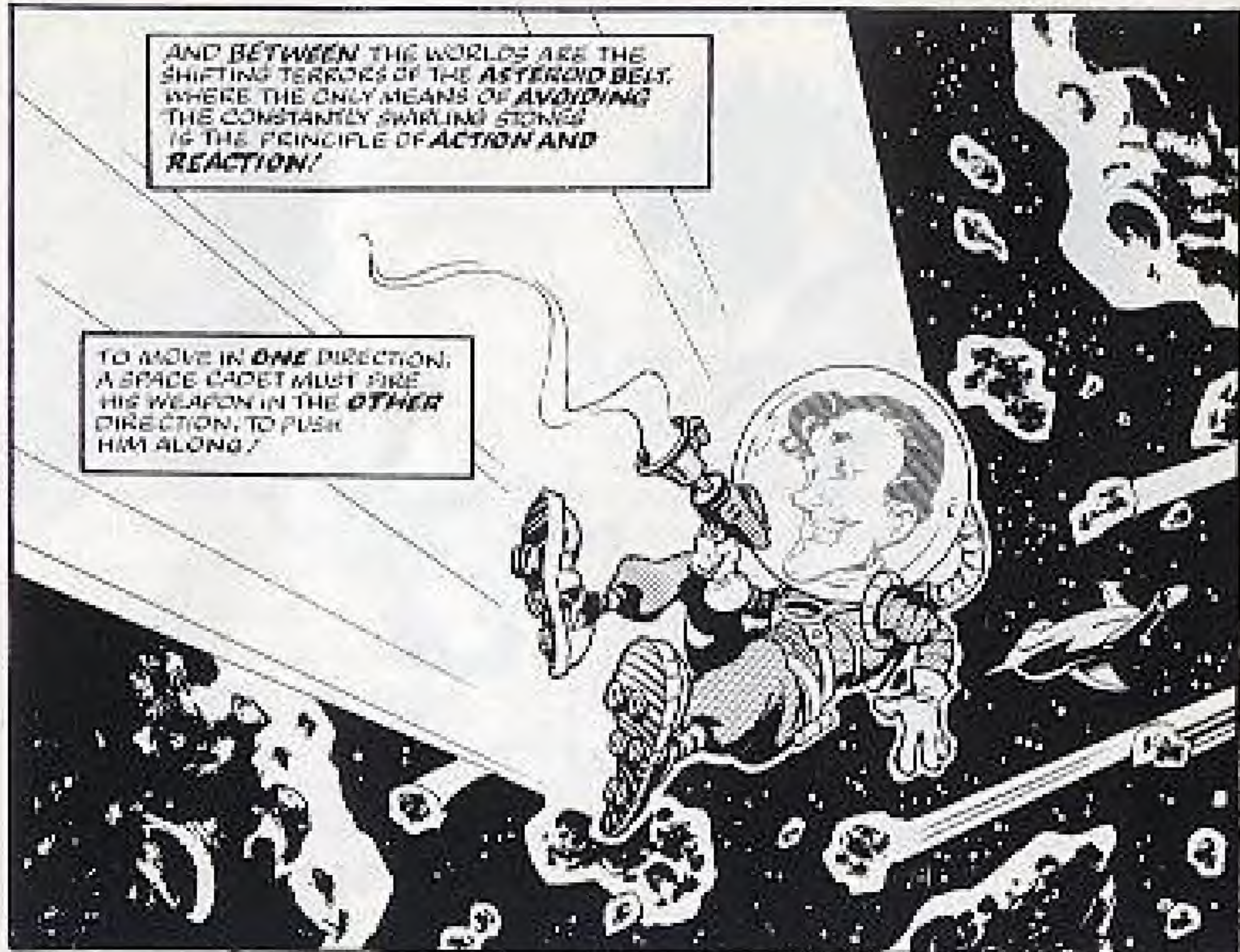


—THE DOWN-AND-DIRTY ANTICS OF THE **GNOMES** WHO PLAGUE PASSERS-BY ON **ODAR!**



AND BETWEEN THE WORLDS ARE THE SHIFTING TERRORS OF THE **ASTEROID BELT**, WHERE THE ONLY MEANS OF **AVOIDING** THE CONSTANTLY SWIRLING STONES IS THE PRINCIPLE OF **ACTION AND REACTION!**

TO MOVE IN **ONE** DIRECTION, A SPACE CADET MUST FIRE HIS WEAPON IN THE **OTHER** DIRECTION, TO PUSH HIM ALONG!





BUT THE **WEIRDEST** WORLD OF ALL AWAITS WHERE **GRAVITY** HAS GONE WILD-- ON THE UPSIDE DOWN SPHERE OF TURBIA!

AND THIS IS BUT A FRACTION OF THE FATE TO BE FOUND IN--
THE ADVENTURES OF RAD GRAVITY!

Getting Started

1. With your game system and TV or monitor off, insert the *Rad Gravity* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Press Start.
3. At the selection screen, press either the up or down arrow keys on the \dagger pad to select either Start or Continue. Press Start or A to begin the game. You can't Continue until you've reached a Password screen.
4. If you want to turn off your machine and pick up where you left off later, you must first die during gameplay for the game to send you to a Password screen. Write the password down for future use. When you want to re-enter the game at the same level, choose Continue at the Rad Gravity title screen and push the A button. Use the \dagger pad to choose the correct letters and numbers by moving the cursor. Every time you want to enter a letter, push A. After entering the complete password, push Start.

If the password is incorrectly entered, the words "TRY AGAIN" will appear at the bottom of the screen. Press A to re-enter the Password screen. Use the \dagger pad to move forward or backward and correct the wrong letters or numbers.

- 5. If you die during gameplay, you automatically begin again on the same level.
- 6. The game can be paused in mid-play by pressing Start. This will put you on the Object Selection screen, where you can wait indefinitely.

Space Travel

When the game begins, you, Rad Gravity, are on the bridge of your ship, hovering over the first world you want to explore. On the planet's surface is a blinking point marking the Teleport Locations given you by Kakos the computer. There is also a blinking point in space, marking the edge of the solar system. Use your \oplus pad to choose the point you want, then press the A button to travel there.

At the edge of the solar system, you can see all the worlds in that system, and you can visit them, but you can only land on worlds whose Teleport Locations you've found. Thus, as the game begins, you can only land on the one world where you began, and that's what you should do.

Whenever you're at the edge of the solar system, choose the world you want with your \oplus pad and press A to go there. When you near your chosen world and see the

Teleport Locations blinking at you, press A to beam down. If you don't see a blinking point, there is no way to land.

When you start to beam down, Kakos will tell you about the world.

In each location, your primary goal is finding new Teleport Locations, but there are other treasures, and some are hidden in very strange places. Explore each world thoroughly, read any messages carefully, and listen to the music...

To return from a world to your ship, use your Communicator by selecting it and pressing Start (see Objects below). You'll usually do this after completing a world, but every time you return, all your life points are restored, so don't be afraid to bail out if you're about to die on a world. When you return to the world, you'll be back at the beginning of its adventures, but at least you'll be alive.

Movement

Move Left, Right, Up and Down with the \pm pad.

Jump with the A button. Remember that gravity differs on different worlds, so the height of your jump will change. To jump through some obstacles, or jump to a lower level, use the A button while pushing the \pm pad down.

Objects—

During play, push **Start** to pause the action and see your inventory.

Move **Left** and **Right** to choose an object with the \pm pad.

Push **Start** to restart the action with the object you selected.

Activate any weapon with the B button.

Here are the objects you'll find—



Teleport Beacon—Very useful. Pressing B throws it where you want it, and B again teleports you there.



Communicator—Allows you to teleport back to your ship after your mission on each planet is complete. Also, at any time during gameplay, you can use it when you're in need of energy and about to perish.



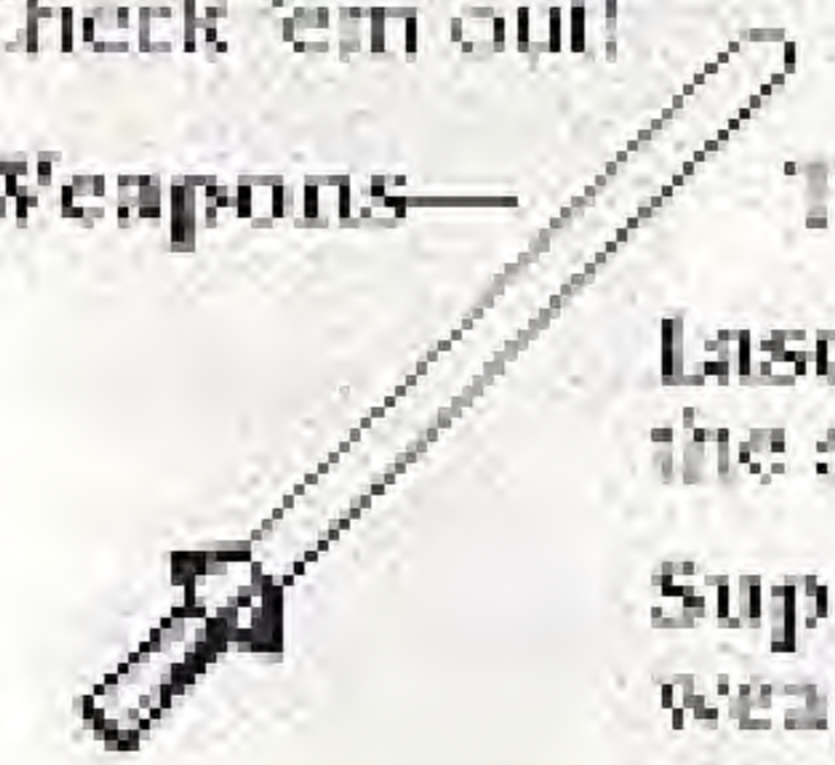
Translator—Gives you the ability to comprehend alien text messages.



Energy Disk—Lets you float over dangerous areas for a short amount of time. But you can only use one object at a time, so you can't shoot, say, while floating on the disk—and using the energy disk costs flat life energy.

Armor—There are three types of armor, each with a different level of protection. Check 'em out!

Weapons— There are seven types of weaponry:



Laser Sword—This hand-to-hand combat weapon is given to you at the start of the game and is useful at close range.

Super Sword—A high powered version of the laser sword, this weapon gives you a higher level of attack and longer range.



Power Pistol—A gun that fires electrobolts that can vaporize your enemies in milliseconds.

Vertigun—Similar to the power pistol, but with this weapon, you can fire up and down to take out enemies above and below you.

Maxigun—The most powerful of all pistols.



Saurian Crystals—Highly explosive crystallized nitroglycerine that, when thrown, detonates and destroys your enemy instantly.

Crystal Bombs—Even worse.



Top Secret Clues

Cyberia

- Let your enemies destroy each other by jumping or ducking out of the way of their attacks.
- Remember to check for secret items.
- You can avoid the big robots by jumping over them.

Effluvia

- Don't let the "aluminum foil" monsters get near your head. If they grab on to you, "use your head" to dislodge them.
- Step into a fire pit occasionally. You'll get burned but you may find a nice surprise.
- When jumping on bubbles, your momentum will carry you after you clear the first bubble.

Sauria

- Try not to bother the baby dinosaurs. They can be nasty when disturbed.

Turvia

- The tree branches are great platforms for jumping.
- Remember to talk to the mayor. He'll give you valuable information.

Vernia

- Learn the flying pattern of the birds and fire before they appear on the screen.
- An item picked up on Sauria will help you defeat the deadly Troggs.

Asteroid Belt

- Fire as often as you can when floating through the asteroids, to push yourself along.
- Once inside the derelict ship, you'll need to find the keys.

Utopia

- Watch out for exploding robots.
- Try moving damaged robots.

Odar

- When grabbed by an enemy, push the jump button to release Rad from its deadly grasp.
- It will require some thought to get to the underground maze.
- In the maze, the blocks can be very useful.

Volcania

- Check out all craters.
- In the cavern, beware of falling stalactites. Take it slowly when jumping from ledge to ledge.

Telos

- Its origin and purpose remain a total mystery...

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2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

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How to Identify and Resolve Radio - TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 001-000-00345-4.